

THE VS. SYSTEM[™] LIBRARY OF BEST SELLERS

Nintendo

INTERACTIVE DUAL MONITOR SERIES

These games are available for the VS. DUALSYSTEM[™] (dual monitor cabinet)



A player can challenge the computer or another opponent in singles play.



Four players can join in a game of doubles or two can take on the computer team.



Mario calls all the shots with points being scored just like in real tennis.



Up to bat, a player controls his position at the plate and the timing of the swing.



In the field, the player controls the speed and direction of the throw. And the defensive play of the ball.



The roar of the crowd adds to the excitement as a home run scores big.

SINGLE MONITOR SERIES

These games can be played in a VS. UNISYSTEM[™] (single monitor cabinet)
Or, they can be mixed or matched for use with the VS. DUALSYSTEM.



From tee to green, the changing speed and direction of the wind influence the outcome of every shot.



On the fairway, a directional arrow helps the player make his shot.



Contour lines indicate the angle of the putting green to add to the realism of game play.



After the ball is released, it ricochets off the bumpers to rack up points.



Game action takes place on an upper and lower video screen.



A player can earn extra points at the bonus stage by helping Mario catch the flying madder.

SINGLE MONITOR SERIES (CONT'D)



Motorcycles poised at the start, players take on the clock and their choice of tracks.



Players face the challenge of the jumps while avoiding dangerous oil slicks as they tear around the track.



It's an action-packed race for the checkered flag in a contest of speed and driving skill.



Players must break through the ice on the level above them to climb the mountain.



Along the way, players must overcome dangerous obstacles and fussy adversaries.



A bonus screen lets players earn extra points as they climb up to the very top.



A fast eye and accurate aim are needed to hit only the gangsters in the lineup.*



Reaction time and shooting skill are again tested in a street scene.



Players must shoot the tin cans and keep them in the air to earn points.



Flushed out from hiding, the ducks become targets for the player's gun.*



After two successful hits, the hunting dog retrieves the fallen birds.



On the practice range, players take aim at a succession of play pigeons.

BUILD YOUR OWN library of best sellers—check out the VS.SYSTEM. Contact your authorized Nintendo distributor or call Nintendo of America today.

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*This game requires a light gun.